AUTODUEL MANUAL

& New Driver's Guide

by Lord British & Chuckles
Based on the "Car Wars" Board Game by Steve Jackson

AMERICAN
AUTODUEL
ASSOCIATION

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Game Instructions

ABOUT THE GAME

Autoduel takes you to the freeways of the future — where the right of way goes to the biggest guns. You will design your own vehicle — with weapons, armor, power plants, tires, and suspension — and take it out on the road. You may come home an "ace," or crash and burn. If you survive, your abilities will improve, and you can win cash to improve your car or buy a better one. As an autoduellist you have several ways to win fame and fortune. You can fight in the arena to the cheers of the audience, pitting your car against others. You can be a courier, carrying valuable cargos from city to city along dangerous roads. You can be a vigilante, fighting the road outlaws and cycle gangs. You'll probably want to do all three . . . it's up to you. As your fame and skill increase, you'll meet high-placed people on both sides of the law. If you make the right choices — and keep your wheels and guns in top shape — you can become one of the real heros of this future world. How? It's up to you to find out. Good luck . . .

BOOTING THE DISK

To play Autoduel, you will need a computer and a joystick. To start the game, boot Side A of your Autoduel disk, making sure that your joystick is plugged in first. The introductory graphics will appear, and continue until a key is pressed. When you press a key, the screen will clear and the opening menu will appear. Choose whether you will be playing with one or two disk drives and proceed from there. Consult the Player Reference Card if you are uncertain of the booting procedure or how to use the two-drive option.

YOUR DRIVER CHARACTER

In Autoduel, your character is called a driver (since most of the time will be spent behind the wheel). Only one driver can be in play at a time. If more than one person wants to play the game, each one will need a separate disk to save their own driver. The starting menu gives you three options for your driver. If you have already played the game, you can: *Continue with Current Driver*, and use the driver already on your game disk;

Activate an Old Driver saved on another disk. If you activate an old driver, you will be given a chance to save the current driver onto a spare formatted disk;

Create a New Driver. If you have not played — or if you want a new character — choose this option. You must do this when you play for the first time. To create your new driver, go through the following steps:

(1) Choose a name and type it in. If you make a mistake, backspace and type over. The maximum length for a name is 16 letters.

(2) Choose your abilities. You have 50 points to divide between your three abilities (Driver, Marksmanship, and Mechanic). This will give your starting skills — but you can improve them during play. The highest any of your skills can get is 99.

Driving skill helps in handling your car on the road and in the arena. The better your skill, the better your car will handle and the less likely you are to lose control and crash. Driving skill is increased by practice on the road, or by winning an arena event.

Marksmanship skill helps you shoot accurately. The better your skill, the more likely you are to hit your foes, and the more damage you will do. Marksmanship is increased by successful combat.

Mechanic skill is used to salvage weapons and ammo from the cars you defeat on the highway and in the arena. The better your skill, the more likely you are to find useable items. Salvaged ammo can be used in your own car; salvaged weapons and parts can be sold at the salvage yard. Mechanic skill can only be increased by taking lessons at the garage, or by successful attempts at salvage. Use the keys specified on the reference card to move between skills, and to add or subtract points. When you are finished, press "D" for "Done." There are a few things about your driver that will always be the same when the game starts:

(1) Money. Your driver will automatically start out with $2,000 in cash. Additional money can be earned in many ways, which will be discussed later.

(2) Health. This starts at 3 (perfect health). Injuries can reduce it to 2 or 1; a health of 0 means you're dead! Injuries can be cured at Gold Cross (see p. 8). Health can never be improved above 3 (although body armor will give extra protection, which is displayed on the screen as health.)

(3) *Prestige*. This starts at 0 — you're an unknown. Arena victories, successful courier runs, and certain other things can increase your prestige. Failed courier jobs, dishonesty, and certain other things can decrease your prestige — but it never drops below 0. High prestige has many advantages, as you will learn.

GAME COMMANDS

Driving: Your car is controlled by the joystick. It will turn and accelerate in the direction you push the stick. If the stick is centered, the car will gradually decelerate. If the stick is pulled directly backwards, the car will brake quickly and then drive in reverse.

Getting in and out of the vehicle. The "G" key will allow the driver to leave the car. Hitting "G" again will allow the driver to re-enter his car if near it. You cannot enter any car but your own.

Gunnery: Pushbutton 1 (Apple Version) chooses your "active weapon." This is the only weapon you can fire. Weapons are numbered from 1 to 0 (10) in the upper left corner of your car display screen. Each time you press button 1, the active weapon changes. You can also set your active weapon by pressing the corresponding number on the keyboard. Pushbutton 0 fires your active weapon. If you hold it down, the weapon will fire repeatedly. This is often a waste of ammunition.

Status: There are keyboard commands to let you check the status of your character. These bookkeeping utilities are provided so you don't have to write down personal information on each driver. They can be used at virtually any time once play begins; referring to them will suspend play, even during combat.

CTRL-D — Driver status. Displays driver's skills, bank account, health and body armor, and whether he has a clone at Gold Cross.

CTRL-C — Car status. Displays name, components, performance figures, current damage, and current value of the active car. Also displays the driver's bankroll.

CTRL-R — Roster of cars. Displays names of all cars currently owned by the driver, and the city where each is stored.

CTRL-T — Task status. Displays a list of all courier jobs and salvaged weapons being carried in the active car.

CTRL-L – Location. Displays the location of the driver (by city, road, or arena contest) and the current date.

Other Controls:

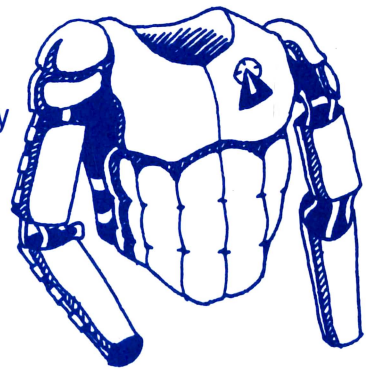
CTRL-S – Sound. Toggles the game sound on or off.

SPACEBAR – Continue. Allows player to escape the normal delay time provided to allow a text message to be read.

Q – Quit. Save the game. When you restart the game, you will be in the truck stop of your current city, or (if you are on the road) the last city you were in. ***This command must be used to finish a play session. Otherwise, your driver will be dead the next time the disk is booted!***

Two-Player Controls: (Apple Version) Although Autoduel is designed primarily as a one-player game, it can work for two players in cooperation. One player is the driver, controlling the car's movement. The other is the gunner, controlling its weapons. This system only works for an Apple IIe or IIc. If you have a IIe or IIc, the "Open Apple" button can work as Button 0 – the firing command. The driver uses the joystick in the normal way; the gunner uses the keyboard, hitting the number keys to choose a weapon and the "Open Apple" button to fire. This does not keep the driver from firing as well, if he chooses. If you want to be totally realistic, leave two empty spaces in any vehicle that you use this way. The extra two spaces are for the gunner's seat!

GETTING STARTED



When you start the game, you don't have any possessions except $2000 in cash. The very first thing you should do is hike over to the Truck Stop and buy some body armor! A good duellist is never without armor, except possibly in the bathtub. After that, you will want to earn some money. If you buy a car, there are several ways to earn money. But with the money you now have in your pocket, you can't afford a very good car. You'd probably be killed as soon as you hit the road. So most aspiring duellists go down to the arena and gamble their fame – and their lives – at Amateur Night! For details, see page 7.

TRAVEL AROUND TOWN

When you are in a city or town, you can use the joystick to move around the streets and into the buildings. Each building has a door. When you enter the door, the town map will vanish and you will be greeted by the inhabitants of the building. Each building will give you a menu of different possible actions. The buildings are:

The Truck Stop

If you just bought body armor, you're already in the truck stop. Every town has one. Looking around, you see that it is a fortified building within heavy concrete walls. Around you are ordinary drivers, hot-shot duellists, tough truckers, and even a few outlaw bikers, all talking and eating peacefully. The truck stop is "neutral territory" – nobody fights there and anyone can rest or pick up rumors. Your choices in the truck stop are:

(1) Catch a bus – $100. If you need to get to the next town and you don't have a car with you, this is the way to do it. A bus ride takes one day. You could try to walk to the next city – it's possible – but you probably wouldn't last a mile.

(2) Listen for rumors. This takes no time and costs no money. Sometimes you will pick up an interesting piece of information! Of course, not all rumors are true. You will never hear more than one rumor per day in the same place.

(3) Get batteries charged – $50. This takes no time. It brings your car's power plant up to full charge. The price is the same, regardless of the charge level your car started with.

(4) Get a room – $10/night. You can stay for as long as you want; when the clerk asks you how many nights you will be staying, type in the number. This is a good way to pass the time quickly if you are waiting for a special event at the local arena. Some Truck Stop clerks will take pity on a driver who's broke and let them sleep in the lobby, but this can be risky.

(5) Buy body armor – $250. Body armor gives you 3 more damage points. Damaged armor cannot be repaired, so it has no trade-in value. If you are already wearing damaged body armor, it will be replaced with a new set.

The Assembly Line

This is the huge, automated factory where new duelling vehicles are built. Assembly lines are only found in New York, Boston, and Pittsburgh. The only reason to visit here is to buy a new car, custom-tailored to your specifications. No driver can own more than 8 cars (and few need that many). If you already own 8 cars, you cannot visit the assembly line. If you enter the assembly line by mistake, you can leave by hitting a ⟨CR⟩ immediately when asked for the name of the car you want to build. You may also leave the Assembly line at any time by pressing the appropriate key specified on the reference card. Your choices at the assembly line are discussed in detail on p. 15, under "Building a Car."

The Salvage Yard

This is a large, grimy lot, full of damaged and wrecked cars, dismounted weapons, and piles of spare parts. About half the towns you will visit will have salvage yards. This is the place to go to get rid of cars you no longer want, sell weapons salvaged from your road kills, etc. Your choices are:

(1) Sell a car. You must have an active vehicle – you cannot sell a car unless you drive it into the lot. The salvage operator will make you an offer, which you are free to accept or decline.

(2) Sell weapons off your car. Again, you must have an active vehicle. The operator will ask you which of its weapons you want to sell. The price offered will be based on the weapon's original value and the damage it has taken. You are free to decline, but you won't get a better offer.

(3) Sell salvaged goods. This is your chance to sell the weapons and other gear that you have salvaged from the vehicles you defeated on the road. The salvage operator will make you an offer, just as for the weapons on your own car. This is the only way to get rid of salvaged weapons – and any offer is better than carrying them around with you. You cannot mount salvaged weapons in your own car – they aren't likely to fit.

The Weapon Shop

This is "Uncle Albert's Auto Shop and Gunnery Shop" – a showroom featuring the latest in vehicle weapons and high-quality ammunition. Uncle Albert has outlets in many towns. You have two choices at the weapon shop:

(1) Buy weapons. The prices are the same as those charged at the assembly line, and the shop will install the weapons at no extra

charge. Of course, you cannot add a weapon unless your car has the space for it — see Building a Car, on p. 15

(2) Buy ammunition. You will be given a list of the weapons in your car; you can buy ammo for any or all of them. Each weapon's magazine has a limited capacity of 20 rounds, and cannot be overfilled!

The Garage

Most of the larger towns have garages. They're pretty much like present-day garages except for the heavy fences and the 50-caliber machine guns mounted as point defense. Your choices at a garage are:

(1) Recharge your power supply — $50. This is the same service available at the truck stop.

(2) Repair your active car. You must be driving a car to have it repaired. The mechanic will give a repair estimate for each component, and ask which one you want fixed. Repair cost depends on original cost and the amount of damage. Most items must be repaired completely or not at all. Tires cannot be repaired (they must be replaced). Armor can be partially repaired, if you can't afford to fix it entirely.

(3) Store your active car. The garage will store the car you're driving (leaving you on foot). The fee to store a car is $50, but you don't have to pay until you get the car back.

(4) Take a car out of storage — $50. The garage attendant will give you a list of all your cars stored in the city; you can choose which one you want. If you do not have the $50 storage fee, the garage won't let you have your car back!

(5) Take mechanic lessons — $500. Each course lasts five days; there is no limit to the number of courses you can take. Each course may raise your Mechanic skill by a few points. The higher your skill, the less likely it is to be improved by a course.

The Arena

This huge stadium holds daily "autoduel" events, ranging from the go-kart contests of Amateur Night to the heavy-duty firefights of the Unlimited Division. Any autoduelist worth their salt will soon become very familiar with arenas in several cities. You have two choices at the arena:

(1) Practice by yourself — $20. You must be in your car. This is a good chance to get the "feel" of a new vehicle, and to find out how the arena is laid out. The fee is minimal; the real expense will come if you burn up a lot of ammo in practice.

(2) Get a schedule of events. This will tell you what events will happen on what day at that arena. All arena schedules are similar, but they are all slightly different. When the gatekeeper gives you the schedule, you will be asked if you wish to compete in the day's event. There is no penalty for declining. For details about arena combat, see page 28. Note that registering for and competing in an arena event will take an entire day.

The AADA

The American Autoduel Association (AADA for short) is a powerful association dedicated to the betterment of autoduelling. Anyone trying to take away your constitutional right to arm your car will have the AADA to contend with! The AADA provides a number of valuable services to drivers; it also serves as a clearing-house for citizens who want small cargos delivered between cities. AADA offices are located in almost every town you will visit. At the AADA, you can ask for:

(1) Road information. You can learn the degree of outlaw activity on each route leading out of the city you are in. This is invaluable when planning your trips!

(2) Courier tasks. You will be told about three valuable missions; you can ask for any or all of them. However, you won't get every mission you ask for! The AADA agent on duty may turn you down if your prestige is too low; if the mission is thought to be too dangerous for your car; or if the payload is too large or too heavy for the space or weight capacity of your car. Furthermore, AADA regulations forbid any car from carrying more than three payloads at the same time. Note that, for the purpose of this regulation, a load of salvaged weapons or parts counts as a single "cargo," even if you have salvaged more than once. For more about courier missions, see page 30.

Gold Cross

This medical corporation has facilities in Boston and New York. Each Gold Cross office is a highly effective hospital — and more. At Gold Cross, anyone can order a clone — provided they can afford one. This is a genetically accurate duplicate of your own body. Gold Cross can also store all your memories on a cassette, called a "braintape." If something fatal happens to you, your clone will be activated — with all the skills you had at the time the braintape was made. Gold Cross calls itself "the first real life

insurance." It's a good precaution, for duellists with enough money. At Gold Cross, you can:

(1) Create a clone – $5,000. You can only have one clone at a time, but one is enough. Along with the clone, you get one free braintape storing your skills, personality, etc. If you are killed, your clone will be activated in the city where it was created. The clone is legally "you," and still has your bank balance and prestige. It owns all your cars except for the one you were driving when you were killed – that one is presumed lost.

(2) Update a braintape – $3,000. You must already have a clone. When you update your braintape, you store your current skills, rather than those you had when you made the original clone. You can choose this option at any Gold Cross office, regardless of where your clone is. Buying an update is worthwhile if your skills have risen significantly since you created or updated your clone.

(3) Undergo treatment – $100/pt. If you have sustained injury during combat, you should visit Gold Cross for treatment and rest. One week of treatment will cure one point of injury.

Joe's Bar

Several cities have downtown taverns, all owned by a former champion duellist named Joe Otto Bond. These are seedy joints, and not entirely safe. If you visit Joe's, you can do three things:

(1) Buy a drink – $5. If you buy a drink, you are more likely to pick up good rumors. But remember that it isn't safe to drink and drive!

(2) Try to sell courier tasks. The bar will probably contain a seedy character who will buy a payload from you – at a fraction of its value! This is a quick, but crooked, way to earn money. If you try it, your prestige will go down, and you may eventually run afoul of the law. You may also sell salvaged goods here, but do not expect to get a very good price.

(3) Listen for rumors. If the bartender likes you, he may tell you something. Some rumors may be useful, while others will have little value.

The FBI

Ordinary citizens have no reason to visit the FBI's office in New York. If you ever have any business there, you will know who to ask for and what to say.

Origin Systems Inc.

In Manchester, you can visit the offices of this high-tech operation and find out about its latest projects.

The Pet Store

Panthera Limited, in Philadelphia, specializes in unusual and exotic pets. You may occasionally get a very strange courier task for this location.

The Casino

If you visit Atlantic City, you can stop by the casino. You can bet as much as you want. Of course, you may lose your shirt. Keep your bets low until you get the hang of it! The casino has two games:

(1) Draw Poker. The game is five-card draw; house rules let you discard all five cards if you like, and an ace-low straight is legal. If you can't make a hand, you lose your bet. If you make a good hand, you get the following payoff:

Pair: 1 for 1 – you break even	Flush: 5 for 1
Two pair: 2 for 1	Full house: 7 for 1
Three of a kind: 3 for 1	Four of a kind: 25 for 1
Straight: 4 for 1	Straight flush: 70 for 1

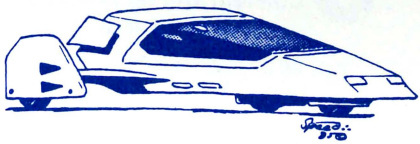
(2) Blackjack. Also known as "21." The object is to draw cards until you get as close to a count of 21 as possible – without going over. Numbered cards count face value: face cards count 10. An ace can count as 1 or 11 – whichever is better for you. The dealer must draw until the hand is above 16, or until it has gone over 21. The dealer wins ties. Any hand (dealer or player) wins if it gets 5 cards without busting, or if it gets a count of exactly 21. Payoff is 2 for 1 on a normal win. If you get a "blackjack" – that is, if your first two cards add to 21 – you get a 3 for 1 payoff!

To leave the casino, bet 0 on either game, or press ⟨CR⟩ when asked to wager.

Other Locations

You may find other places as you play the game . . . even places not shown by your AADA Road Atlas or truck stop maps. You will just have to rely on your wits to handle these situations as they appear!

The City Gates



When you've done everything you can in one town, you will want to hit the road and see another. Each city will have at least one route leading away – most will have two or more. The road map shows how the cities are connected. If you go through the gates, the town screen will disappear and you will find yourself on the road! See page 25. To make sure you're on the right road, you can hit control-L for your location, and compare it with the road map. When you get to your destination, you will see its stone gates. Just drive between them, and you will shortly find yourself in the new city.

GAME TIME

When the game starts, it is January 1, 2030. The computer will keep track of time, a day at a time, as you play. Joe's Bar and the truck stops are open 24 hours a day; so are the offices of Gold Cross and the FBI. The shops and other facilities are only open in the daytime. Walking around town takes no time, but certain transactions do take time. Any of the following things will take a full day:

- Getting a clone made or a braintape updated at Gold Cross
- Building a car
- Selling or buying weapons
- Having a car repaired
- Picking up a courier job
- Competing in an arena event
- Taking mechanic classes

After you do any of these things, you will find the shops are closed, and you must get a night's sleep. A new day will start after you do any of the following things:

- Spend the night at the truck stop
- Take a bus to another town
- Heal injuries at Gold Cross
- Drive on the road a significant stretch of time

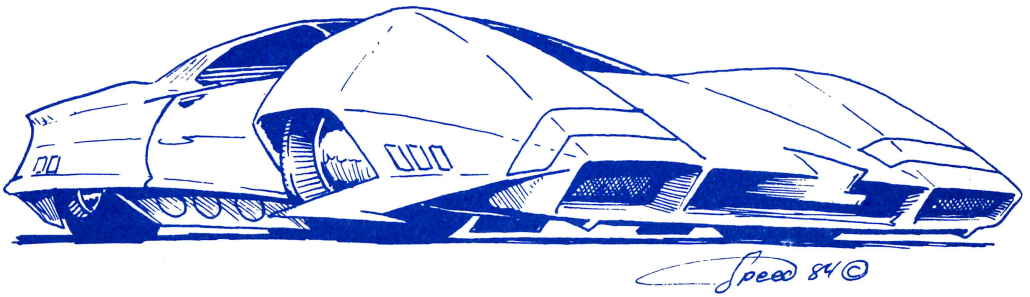
When a new day starts, you are free to visit the shops again. Plan your actions carefully to make the best use of your time.

COMBAT

Combat will be covered in more detail later on. However, the basic idea of combat is simple. Your car's weapons do a certain amount of damage whenever they hit an enemy car. The bigger the weapon, and the better your Marksmanship, the more damage each hit will do. Each weapon has a certain probability of hitting the target, which is further modified by your Marksmanship. When you do enough damage to an enemy vehicle, it will crash or catch fire, and you have defeated it. Unfortunately, your foes will be shooting back at you all the while. Your combat screen will tell you exactly where you have been hit, and how much damage has been taken. Every component of your car has a certain number of "Damage Points" (DP). This is a measure of the damage that component can take and still function. For example, each point of armor has one DP. A flame-thrower has 2 DP. Your driver's body has 3 DP, but if you wear body armor, you have 6 DP. When an enemy hits you, the first shots will wear away the armor on the side that has been hit. When the armor is gone, the next thing to be destroyed will be the weapon(s) on that side. Then (for attacks from the front) the power plant goes. Then you are hit. Attacks from the side may hit you, or the power plant, or your cargo, after they destroy the armor and weapons. Therefore, if armor on one side is badly damaged, turn that side away from the enemy!
Tires will be hurt by mines and spikes, and sometimes by other attacks. Underbody armor is only affected by mines.

AADA NEW DRIVER'S GUIDE

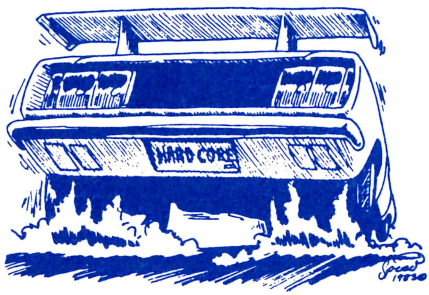
Everything You Need To Know
To Build A Car
And Survive
On The Road or In The Arena



Welcome to the wonderful world of duelling! Whether you fight for sport, for relaxation, professionally in the arena, or just in self-defense, your car is your proudest possession. And the Constitution guarantees your right to bear arms – on the road, or off! This booklet is your introduction to the roads and arenas of 2030. Remember . . . drive offensively!

BUILDING A CAR

When you enter the Assembly Line, you may build a car to your specifications. Building a new car is complicated – just ask the folks in Detroit! When you design a vehicle, you must work within several constraints. Space available in the body size you pick, weight that a chassis can carry, and cost of equipment will all affect your final choices. You have to make sure the car has enough power for good acceleration. Within all these limits, you want enough armor and weapons to give you a chance to survive. And remember to buy ammunition (which also costs money and adds weight!) When you enter the Assembly Line, your first step is to name your new car. The name should be different from any already in use, and may have up to 16 letters. Once you have named your car, you can design it. Use the keys specified on the reference card to move up and down between different components (weapons, chassis, etc.) Use the keys specified on the reference card to select type of component (i.e., different body sizes). If you decide not to buy a car at all (or if you want to start over with a new name) you can leave the plant by pressing the key specified on the reference card. The tables below give you the purpose, advantages, and disadvantages of each vehicle component. They also give the cost, weight, and space of each item. However, the Assembly Line foreman will keep track of all these things for you as you modify your car design, to make sure your car will work. Be sure to watch the display for cost and space/weight allowance as you try new components on your car.



If you make an illegal choice, the screen will display question marks (?????) in the appropriate field. For instance, if you select a weapon that is too big for your car, the "Spaces Left" field will show question marks. You can make an illegal selection, and then change other parts of the design to make it legal again. (If a weapon is too big, you could get a smaller weapon or go back and increase the body size.) When you are satisfied with your design, press "**D**" (for DONE). Your car will be completed quickly, and you can drive away. (If the design was illegal, the assembly foreman will tell you so and give you a chance to rework it.)

Vehicle Design Tables

You will not need to refer to these tables during play — the computer at the Assembly Plant is programmed with all cost, weight, and space information. This information is provided to help you better understand the car you will be driving.

1. *Body Types*: Seven types of cars are available, ranging from the tiny subcompacts to the rolling armories that are vans.

Type	Price	Weight	Max. load	Spaces
Subcompact	$300	1000	2300	7
Compact	$400	1300	3700	10
Mid-sized	$600	1600	4800	13
Luxury	$800	1800	5500	19
Station wagon	$800	2100	5500	21
Pickup	$900	2100	6500	24
Van	$1000	2000	6000	30

Price is the dollar cost of the body without armor, but including headlights, trim, seats, doors, instruments, basic targeting system, heads-up windshield visual display, etc.
Weight is the weight of the body and frame, which counts toward the total weight of the vehicle.
Maximum load is the total weight (including the body and frame) this size vehicle can carry, Maximum load can be altered – see "chassis," below.
Spaces is the number of spaces available in the vehicle for equipment, weapons, people, and cargo.

2. *Chassis*. The chassis can be strengthened to allow a vehicle to carry more weight, or lightened to save money.

Strength	Weight Modifier	Price
Light	−10%	−20%
Standard	none	none
Heavy	+10%	+50%
Extra-Heavy	+20%	+100%

Weight modifier is the percentage change in maximum load.
Price is the percentage change in the original body price. For example, putting a Heavy chassis on a mid-sized car would increase the maximum load 10%: 4,800 + 480 = 5,280 lbs. capacity. It would add 50% of the original body price – another $300. Chassis strength does not affect a vehicle's weight or interior space.

(3). Supsension: Suspension determines a vehicle's handling class. The higher its handling class, the better it will steer and the easier it is to keep control.

Suspension	Price	Automobile HC	Cargo vehicle HC
Light	no extra	1	0
Improved	100% of body cost	2	1
Heavy	150% of body cost	3	2

Light suspension is standard. Better suspensions add cost in relation to the original body cost of the vehicle – a Heavy suspension for a Luxury car would cost $1200 (150% of $800). Suspension adds no weight and space.
Automobile HC is the handling class for an automobile – subcompact through luxury size. **Cargo vehicle HC** is the handling class for a station wagon, pickup, or van. As the chart shows, cargo vehicles always have a lower handling class than cars. This is due to their higher center of gravity.

4. *Power Plants and Acceleration*. The power plants in today's vehicles are not the internal combustion systems of 50 years earlier. Instead, the cars of 2030 use a modern multiple-fuel cell system which supplies electrical power to separate motors in each wheel of the vehicle. Power plants take up space and weight inside a vehicle.

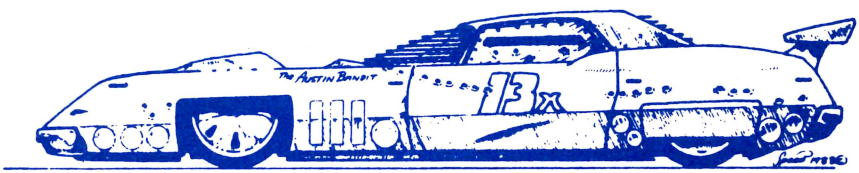
Plant	Cost	Weight	Spaces	DP	Power	Maximum speed
Small	$500	500	3	5	1000	70
Medium	$1000	700	4	8	2300	80
Large	$2000	900	5	10	3600	90
Super	$3000	1100	6	12	5000	90

DP: "Damage Points," the number of hits required to destroy the power plant. When the power plant is lost, a vehicle can no longer fire lasers or accelerate, but all other systems still work. **Power** factors are used to compute acceleration. A vehicle's power must be at least 1/3 its weight; that gives an acceleration of 5 mph. If its power is at least 1/2 its weight, its acceleration is 10 mph. If its power is equal to (or greater than) its weight, it has an acceleration of 15.

5. *Tires*. A vehicle must have four tires – all the same type. Due to the use of separate motors in each of the wheels, once a car has been designed, the specific tire type cannot be changed on that vehicle.

Tire type	Cost	Weight	DP
Standard	$50	30	4
Heavy-Duty	$100	40	6
Puncture-Resistant	$200	50	9
Solid	$500	75	12

All **costs** and **weights** are per tire. A tire blows out and is lost when all its **DP** are gone, but any damage to a tire can impair handling. Note that tires cannot be "repaired" – they must be replaced entirely.



6. *Weapons*. Weapons may be mounted on the front, back, right, or left of a vehicle.

Weapon	Cost	Weight	Spaces	DP	CP/R	WP/R
Machine Gun	1000	150	1	3	25	2
Flamethrower	550	465	3	3	25	5
Rocket Launcher	1050	215	3	3	35	5
Recoilless Rifle	1550	315	3	5	35	5
Anti-Tank Gun	2050	615	4	6	50	10
Laser	8000	500	2	2	–	–
Minedropper	550	165	3	3	50	5
Spikedropper	150	40	2	5	20	5
Smokescreen	300	40	2	5	10	5
Paint Sprayer	400	25	1	2	10	2
Oil Jet	250	25	2	3	10	2
Heavy Rocket	200	100	1	2	–	–

All weapons have a capacity of 20 shots, except lasers (which run off the power plant) and heavy rockets (which fire once). **Cost** is the price of the weapon. **Weight** is the weight of the weapon. **Spaces** is the amount of space the weapon takes up; **DP** is the amount of damage it can take before it is destroyed. **CP/R** is the Cost per Round of ammunition. **WP/R** is the Weight per Round of ammunition.

7. *Armor*. Your vehicle can carry armor in five positions: front, back, left, right, and bottom. You can put different amounts of armor in each location, but the cost per point is the same, no matter where it goes. The cost and weight per point of armor vary according to the size of the vehicle – the bigger the vehicle, the more its armor costs and weighs.

Vehicle type	Cost per point	Weight per point
Subcompact	11	5
Compact	13	6
Mid-sized	16	8
Luxury	20	10
Station wagon	20	10
Pickup	22	11
Van	30	14

Each point of armor can take one hit – then it is destroyed. So, if you have 40 points of armor on the front of your car, it can take 40 hits before the weapons and interior are exposed.

THEORY OF CAR DESIGN

Every duellist has a different theory about vehicle design. One of the things that makes this country great is that every person is entitled to their own opinion — and to test that opinion on the roads, against the opinions of others! Good luck. . . Some of the more common types of car designs are:

Turtle. The "turtle" maximizes armor, no matter what. It may have very poor acceleration and top speed — due to a small power plant — but it will be hard to hurt. A true turtle is limited as a courier vehicle, because it has so much armor that it can't carry a heavy payload. But it can be a deadly arena fighter, just because it can absorb so much damage.

Rabbit. The "rabbit" is just the opposite of the turtle. With a large power plant and light armor, it seeks to run away from the foe. Most rabbits have smokescreens, oil jets, and other rear-mounted defense weapons. The rabbit must be sure not to get trapped in a corner, where speed is useless.

Killer Rabbit. This is a rabbit-type design with heavy offensive weapons to the rear. The killer rabbit gets in front of foes, and then destroys them as they pursue!

Kali. The goddess Kali had eight arms, all with swords and daggers. The "Kali" car design seeks to pile as many weapons as possible onto one chassis. At least one weapon points in every direction. If one doesn't get the foe, another will!

Flex. A design "flex" starts with a good-sized chassis, decent armor, and whatever weapons the owner can afford. As fortune allows, more weapons are added, or light weapons are scrapped in favor of heavy ones. For instance, you might start with a machine-gun in front and a spikedropper in back, and gradually build up to a laser in front and a minedropper and smokescreen in back.

Mauler. This type of design emphasizes one (or two) very heavy weapons, usually front-mounted. It often has its heaviest armor in front. The mauler gets close to foes (or even rams them deliberately) and then blows them away. Low-budget maulers use AT guns, and graduate to lasers if they get rich.

Hauler. A courier design; hauler types have moderate armor, one good weapon (usually front-mounted) and one or two defensive weapons to the side or rear.

Note that these design types are not all mutually inconsistent — you could have a flex-type Kali turtle, for instance!

WEAPON CHOICE

When you're buying a car, it's important to understand the different weapons you have to choose from. And it's even more important in combat. You have to know how best to use your own weapons – and you have to know what to expect from your foe's weapons, as well. (To help you, your car's combat computer shows each enemy attack with a different symbol – a dotted line for machine-gun fire, large dots for a recoilless rifle, dashes for laser fire, rocket symbols for rockets, and so on).

Machine gun. The MG is a good all-around weapon – light, fairly cheap, and destructive. Use the MG where both cost and weight are important limitations. Each "round" of ammunition is actually a burst of four slugs, making the potential damage from a perfect hit quite devastating. One special advantage of the MG - since it's so common, many of your foes will be using it as well, and your chance to salvage ammo is better.

Flamethrower. The disadvantages of the flamethrower are its short range and its weight. Add to this the fact that it often sets your kills on fire – making salvage impossible – and you may wonder why anyone would choose this weapon. The fact remains that the FT is very deadly within its range – and its wide spread makes it likely to hit! There's nothing better for getting a pesky cyclist off your tail – or finishing off a wounded foe. For obvious reasons, a flamethrower cannot be mounted to the front of your car. A flamethrower also has the unique advantage of being both an offensive and defensive weapon. Each time the FT is fired, it leaves a smoke cloud – which blocks the enemy's view of you, making you much harder to hit. If your enemy has a flamethrower, try to stay in front (if you have rear-mounted weapons). If you must stay behind, keep at a respectful distance, and try to whittle away with long-range fire.

Rocket Launcher. Larger, heavier, and more destructive than the machine gun, the rocket launcher is no more expensive to buy – which endears it to many cost-conscious duellists. Unfortunately, it is somewhat less accurate – a fast-moving foe can dodge between your rockets! And its ammo is more costly than MG ammo.

Recoilless Rifle. This duellist's favorite combines the accuracy of a machine gun with the punch of a rocket launcher. Use it just like a machine gun – but expect extra damage!

Anti-Tank Gun. This super-heavy and super-destructive weapon can only be mounted to the front or back of a vehicle – the recoil from a side shot would send you out of control. Although the cost and weight of an AT gun are very high, it is a tremendously effective weapon. If your opponent has an AT, hope for a quick kill or get away fast.

Laser. The laser has been called the "king of vehicular weapons." Tremendously destructive, yet relatively light and compact, it is the weapon of choice for most wealthy duellists. And we do mean wealthy – at $8,000, the laser is not for everyone. Lasers get their power from your vehicle's power plant. This means you never have to buy ammunition – and a battery recharge is a lot cheaper than AT shells. A full battery will fire a laser 99 times, if you don't have to do any driving! But if your power plant is destroyed – or if you run out of "juice" on the road – your laser becomes so much expensive junk. And sustained laser fire will drain your power plant fast. . . .

Heavy Rocket. A one-shot offensive weapon, the heavy rocket is favored by duellists on a budget, and by those who want a last-ditch weapon. The rocket is best used at close range, to make sure of a hit . . . but if it hits, it can destroy a foe in a single shot. Don't assume that, because you've seen your foe fire a single HR, that he's shot his bolts. Many designs (especially vans and station wagons) feature several heavy rockets. If one misses, the next one may not. At only $100, it can be a cheap way to take out a foe.

Minedropper. The MD is the most offensive of the defensive weapons. A few well-placed mines won't just deter a pursuer – they can wipe one out. If not for mines, there would be no need for underbody armor. Mines can also destroy tires in very short order. Mines are especially effective against pursuing cyclists. Be careful, though. Your mines are just effective against you as they are against your foes. Many duellists have died by carelessly backing over their own mines! If you are up against a minedropper, slow down and pick your way through the mine trail. Then accelerate to escape if you're on the road – once you're in front of your enemy, their MD is no good, and you can use your rear weapons against them. In the arena, beware of the minedropper who will circle you and hem you in with mines! You may only locate a minedropper on the back of your car.

Spikedropper. Often called the "poor man's minedropper," the spikedropper is not often seen on the roads today. The sharp metal spikes are deadly against most tires, but they will not penetrate solid tires. Now that

most vehicles have solids, the spikedropper is less reliable. However, its cost, size, and weight are all very low – so it cannot be considered wholly obsolete! It retains some surprise value, and it can be useful in a pinch or on a budget. A spikedropper can be mounted only to the back.

Smokescreen. A purely defensive weapon, the smokescreen hides you from your foe's sight, making an escape easier. Fire directed through a smokescreen is much less accurate. Smokescreens are common equipment on courier vehicles – less common in the arena, where most of your weaponry needs to be at least partially offensive. Smokescreens can be mounted on the rear or side, but not the front.

Paint Spray. This device shoots a cloud of sticky, colored paint at your foe; it hangs briefly in the air, forming a cloud. It can be mounted to the rear or side, but not to the front! The PS has all the uses of the smokescreen – plus one more. If you can hit your foe with it, or if he drives through the paint cloud, his windshield will be smeared and he will drive and fire very badly until his wipers can clean it off! Defensively, use a paint spray to give yourself a chance to escape. Offensively, you can use it to set up a kill – but if you can hit the foe with a paint spray, you might as well hit him with something more destructive instead.

Oil Jet. The oil jet lays down a thin but slippery slick. It can be mounted only to the rear. Any vehicle entering a slick will be slowed and will be likely to lose control temporarily. Therefore, the OJ is a favorite of intercity couriers who would rather run than fight. Even the most determined bandit won't be able to chase you when his wheels are spinning. For an arena vehicle, though, the OJ is less valuable. Sure, you can run away – but you're there to fight. A few expert duellists do use the OJ to advantage in the arena, tripping up more nimble opponents before finishing them off with weapons fire. If your foe has an oil jet, treat it as you would a minedropper or spikedropper. Don't run over it, and you're all right! If you must enter a slick, do so at moderate speed. High speed may send you out of control, into an obstacle. If you stop in a slick, you may be trapped!

Weapon Placement

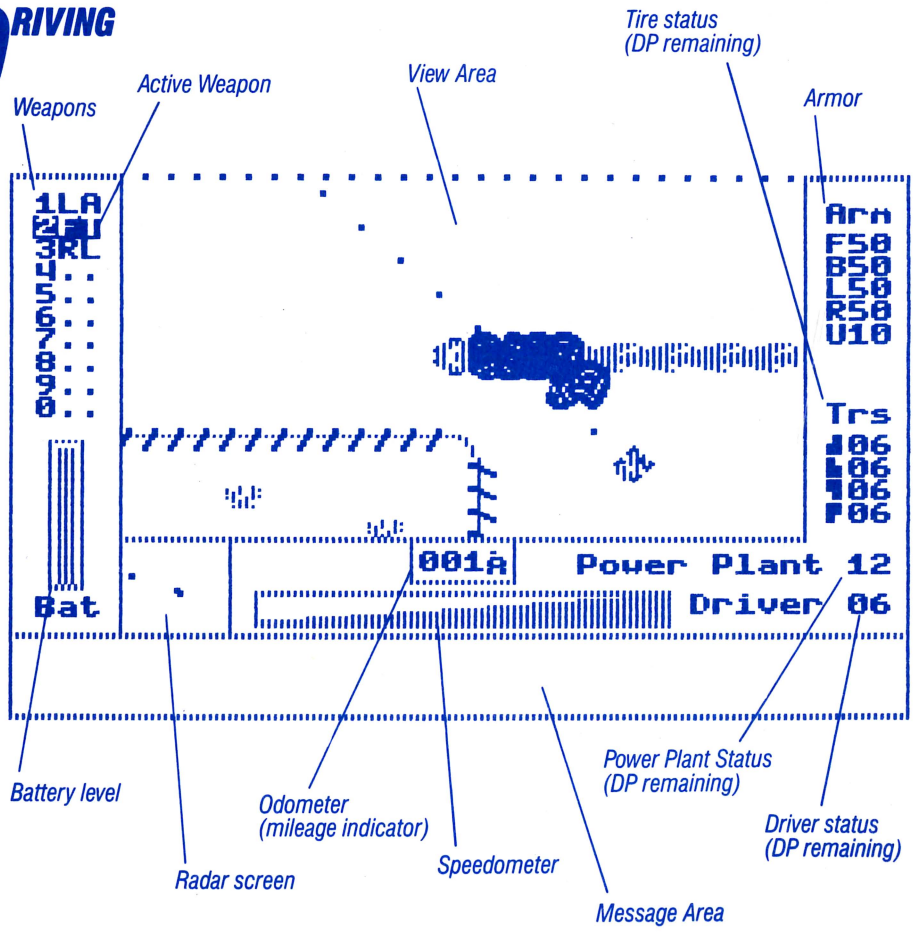
Where you place a weapon is almost as important as what that weapon is. Each position has its advantages:

Front: The most common location. It is easiest to shoot at a target right in front of you. This placement leads to the classic "fighter-plane" combat tactics – as well as to the common but inelegant "ram and shoot" attack.

Rear: The location for dropped weapons, smoke, etc. Also a good weapon site for courier vehicles. With a rear weapon, you can run away and attack at the same time! Since some bandits will stubbornly hang on your tail, a rear weapon can score a lot of kills.

Side: The least common weapon location. Side-mounted weapons lead to unusual tactics – such as sitting still and letting the foe slide by you, right into your sights. Side weapons are more common in the arena than on the road – but they can be very useful for couriers, especially for the larger, multi-gun vehicles. Still, side mounting is more appropriate for secondary weapons (like MGs) than for your main AT gun or laser.

DRIVING



Vehicle Control

Your car is controlled by the joystick. It will turn and accelerate in the direction you push the stick. If the stick is centered, the car will gradually decelerate. If the stick is pulled in the opposite direction of the vehicle's travel, the car will brake quickly and then drive in reverse. Maximum reverse speed is 20 mph.

Gunnery. **Pushbutton 1** (Apple Version) or the corresponding number on the keyboard chooses your "active weapon." This is the only weapon you can fire. Weapons are numbered from 1 to 0 (10) in the upper left-hand corner of your dashboard screen. Each time you press **Button 1** or the appropriate number key, the active weapon changes.

Pushbutton 0 fires your active weapon. If you hold it down, the weapon will fire repeatedly. This is often a waste of ammunition. If you try to fire an empty weapon, or one that has been destroyed, your car will give you a message to that effect in the lower part of the screen.

The Instrument Panel. When you are behind the wheel, the screen will display an overhead view of your surroundings, with your car in the middle. Around this display you will see your instrument panel. The various instruments and readings here will let you control the car. Starting at the upper left, and going counterclockwise, the instruments are:

Weapons Display. You can have up to 10 weapons on your car; they will be numbered 1 to 0 (10). The "active" weapon is highlighted. If any weapon is destroyed, it will vanish from the display. (To see how much ammo each weapon has, press **CTRL-C** for car status report.)

Battery Level. This is a column representing how much power you have left. As your power is drained, the column goes down. When your power is exhausted, or when the power plant is destroyed, the column vanishes. (To get an exact reading of your battery level, press **CTRL-C** for your car's status report.)

Radar. This small screen shows your vehicle (the blinking light in the center) and all other vehicles within several miles. A blip on the screen must literally be on top of your own before you can make a visual contact. Warning: Severe damage to your power plant may disable your radar!

Odometer. This tells you how far you have gone. Read it in miles for a cross-country trip or an arena battle.

Speedometer. This tells you how fast you are going. The longer and higher the graphic indicator is, the faster you are moving.

Damage. This column takes up the whole right side of your instrument panel, and shows how many damage points your car has remaining. From the top down, the damage is shown for:

(1) armor on the car's four sides and underbody;
(2) tires;
(3) power plant;
(4) you, the driver! Damage status is not shown for weapons. If you have no armor left on a side, assume the weapons there are vulnerable and will probably be gone the next time that side is hit! If you must check the exact damage status of a weapon, use **CTRL-C** to get a detailed readout.

Collisions

If you collide at a sufficient rate of speed with a fence, obstacle, or vehicle, you will lose one point of front armor. You cannot drive through fences. Collisions with other vehicles may leave you "locked" against a fence. If you are unlucky, you will be trapped – but usually you can move forward and back until you work your way out.

Leaving Your Car

You may leave your car to examine a defeated vehicle for salvage. Do not leave your car during combat; most foes will shoot at a pedestrian! In an emergency, you may leave a wrecked car and try to make it back to town (or out of the arena) on foot. Your chances are very poor . . . To leave your car, press the "**G**" key. Your joystick then controls the pedestrian figure. You cannot see your radar screen, or control your car, until you re-enter it. Pressing "**G**" again will allow you to re-enter your car if you are next to it. You cannot enter any car but your own.

Vehicle Handling

Your vehicle's handling is affected by several factors. A vehicle with good handling will be very responsive to your joystick. A vehicle with poor handling will be less responsive, and may even wobble all over the road and ram an obstacle! Factors helping your handling are:

Handling Class. This is a measure of the car's ability to hold the road, and goes from 0 to 3. Vans, pickups, and station wagons have a lower handling class than other vehicles. To improve handling class, buy a good suspension when the car is first built. Money spent on good suspension is worth it!

Driving Skill. The better your driving skill, the better the car will handle!

Tires. If your tires are damaged, your vehicle will handle badly. If one or more tires are totally destroyed, your vehicle will handle very badly.

Oil. If you go into an oil slick, your handling will (briefly) be badly impaired.

Driving Tactics

A number of different driving/combat tactics are used by experienced duellists. Pick the one that's right for you and your car:

Fighter plane: Circle around your opponent; make firing passes. Avoid contact. This works best with front and side weapons. It is more often seen in the arena, where duellists can make wide circles, than in the cramped confines of a highway battle.

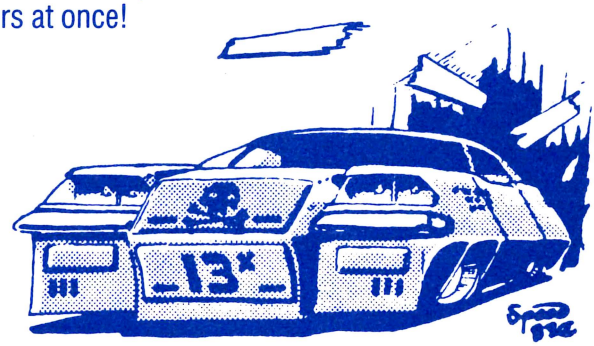
Run away! Effective for a "rabbit" type vehicle design; for anyone with rear-mounted weapons; for anyone badly outclassed . . . Try to trick your foe into running into a fence or some other obstacle as he chases you.

Run while shooting: the "killer rabbit" technique. Fire heavy weapons to the rear – or just drop mines where the foe cannot help running over them. Especially effective in a narrow lane!

Ram and shoot: Simply crash into your foe and keep the trigger down until one of you is dead. This is the least skillful of all the combat techniques, but it can be very effective – especially if you trap foes against an obstacle to keep them from escaping or using their weapons.

Offensive Driving Tips

Trap the other fellow against a wall or fence and shoot him up. If your foes use dropped weapons, trick them into going through their own trail of mines, oil, or spikes. Use a rear-mounted flamethrower to fry several pursuers at once!



ARENA COMBAT

Arena combat is the greatest spectator sport of 2030. Tens of thousands watch the autoduel combats live – and millions more follow the sport on TV. Most duellists get their start through "Amateur Night" at the arena.

General Arena Procedure. All arena events have the same general rules. You will enter the arena through one of its gates. Once in the arena, you must find and defeat all your opponents, and drive out under your own power. (When you defeat your last foe, a trumpet will sound to signal your victory.) If you see that you're losing, you can try to escape. This will reduce your prestige – but "one who fights and runs away, may live to fight another day!" If your car is disabled in the arena, you may still try to escape on foot. If you do, your car is forfeited.

Prizes. Winning an arena event will bring you prize money. The bigger the event, the bigger the prize. Winning an arena combat also increases your prestige, driving ability, and marksmanship.

Strategy. Try not to engage more than one foe at a time. Make every shot count. If you defeat a foe whose car has the same weapons that yours does, you may be able to jump out and salvage some ammo – but be quick about it! You might have time to salvage weapons or parts in an arena combat, but be aware that you are very vulnerable outside of your car in an arena combat. Also note that no salvage is possible on Amateur Night.

Amateur Night. This is a special event for beginning autoduellists. Each arena will have a regular Amateur Night weekly. Amateur competitions are also held on any Saturday when there is not a championship match. To enter Amateur Night, you must enter the arena on foot, and have less than $5,000, or a prestige lower than 6. You do not need a car to enter Amateur Night; the arena will provide you, and each of your five opponents, with a "Killer Kart." This is a lightly-armored subcompact with good handling and a single front-mounted machine-gun. A Killer Kart would be helpless on the road – or in the arena against heavy vehicles – but it is a light and exciting duelling car. The crowds love Amateur Night. The winner of Amateur Night receives a $1,500 cash prize. After a few Amateur Night victories, you will be able to afford a bigger car – to take out on the road, or to enter Division 5 or 10 combats.

Divisions 5, 10, 15, 20. These are regularly scheduled AADA combats. Just as boxers are divided into divisions by weight, duelling cars are divided into divisions by cost. A "Division 5" event, for instance, is open to

all cars with a value of up to $5,000. Each divisional event is run once per week at each arena. To enter a divisional event, you must have your own car, and its value must qualify it for the division. You may enter a higher division if you want to. For instance, if your car is worth $9,600, it is considered a "Division 10" car – but it can enter a Division 15 or higher competition. The risk is much greater, but then so is the prize money.

Unlimited Division. Unlimited combat is just like the lesser divisions – except there is no limit on the cost of vehicles that can enter the combat. Laser-armed vans, trucks, and luxury cars are often seen in Unlimited combat.

City Championships. Each local arena holds a "city championship" event once every 12 weeks. Championship events are more dangerous than regular duels – no limit on the cost of vehicles that can enter the combat – but the prize money and prestige are correspondingly greater. Since there are several arenas on the eastern seaboard, each with its own championship schedule, a pro duellist can travel between them and fight in several championships every 12 weeks. This is a good way to earn both fame and money!

ROAD COMBAT

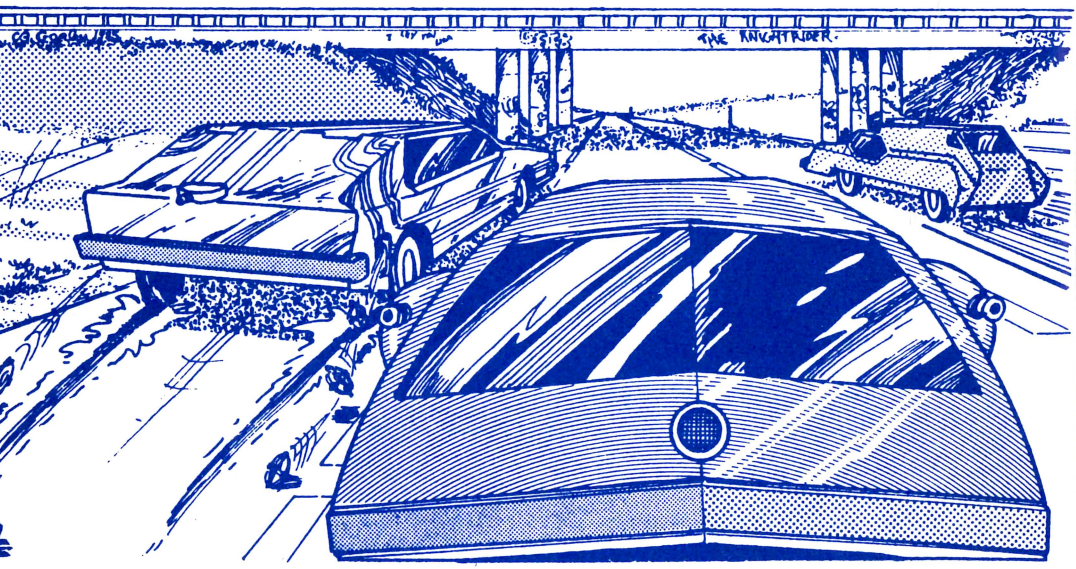
Highway combat is in many ways the opposite of arena combat. Spontaneous rather than planned; illegal rather than sanctioned; unfair rather than balanced . . . and necessary rather than sport. Sad but true – our nation's highways are lawless. If vital shipments are to move between our cities and towns, brave drivers must face the outlaws to keep the roads clear! Courtesy is important on the highway. Not everyone you meet is an outlaw! Of course, if you attack – or even behave suspiciously – any driver is likely to fire on you. But if you keep to your side of the road and drive by without firing, you can avoid many unnecessary combats. The driver who always shoots first may have a limited lifespan. Plan

your trips carefully. Many towns lack garage facilities; some lack weapon shops. If you cannot get needed repairs or ammo, you may have to sell your car for salvage – or even abandon it outside the gates – and take the bus back home. Unless you're wealthy, that can be a disaster!

The AADA can help in trip planning. Any office can give you a report on the status of adjacent highways. Couriers will want to avoid outlaw-infested roads; vigilantes will seek them out. Law-abiding highway travelers include:

Courier. The AADA is in constant need of courier drivers. Payloads range from vital chemicals and electronic parts to dummy loads to fool the outlaws – and everything in between. Carrying these items is a good way to build prestige, experience . . . and your bankroll! Even low-pay or no-pay jobs will build your reputation. But make sure your deliveries are on time. A late delivery will pay less and hurt your reputation. And only the drivers with the highest prestige are entrusted with those big-ticket, high-paying items. Occasionally, a senior AADA member is entrusted with a special courier job. These missions receive little publicity beforehand – for obvious reasons! But if you ever get one, the stakes will be high. Don't fail!

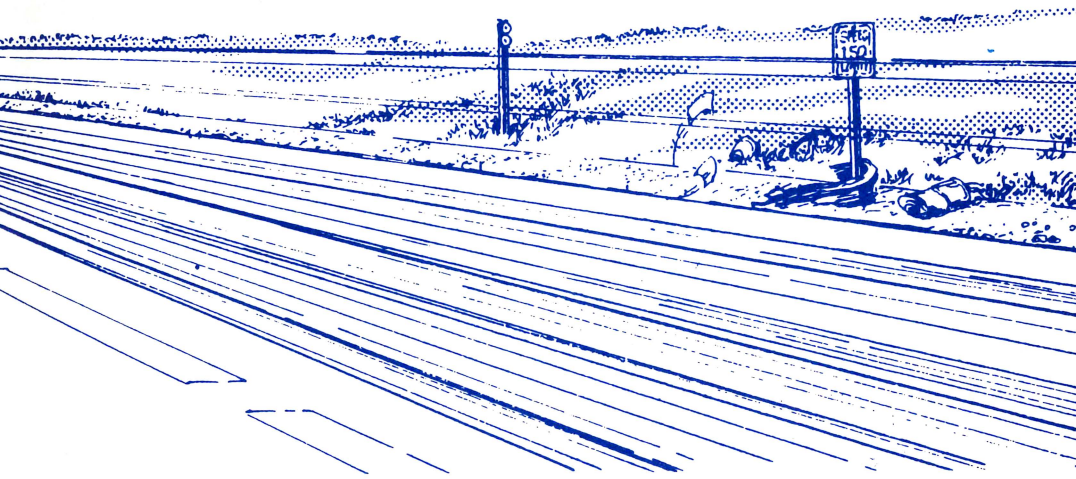
Couriers need fast, reliable cars. Some cargos require little or no cargo



space – others will fit in nothing less than a truck. The more your vehicle can carry, the wider will be your choice of payloads. The courier must exercise extra care in planning his trips. Only in towns with AADA offices will you be able to pick up regular payloads. If you accept a mission to a town with no AADA office, you will have to "deadhead" back, with no paying cargo.

Vigilante. The vigilante's mission is to keep the roads clean. While the outlaws hunt peaceful drivers, the vigilante hunts outlaws! The payoff comes in experience – and, for a skillful mechanic, in the valuable salvage taken from kills. Most vigilantes drive heavily armed and armored cars, with just enough cargo capacity for a little salvage. If not for the efforts of the vigilantes, the roads would be so dangerous that no couriers could get through – and even the great armored "busnoughts" would have a hard time making their schedules. Whenever you can, check your kills quickly. A wreck will usually still be there if you leave and then return on the same day. But if it is left overnight, other travellers will certainly haul it off to strip it. Fortunately, this also means that mines and spikes will be gone from the road the next day. And, of course, smoke vanishes quickly, and oil after several hours.

Travelling Arena Duellist. Some of the best highway fighters of all time haven't been looking for a fight at all! A professional duellist, on the road from one arena to another, is every outlaw's nightmare.



ABOUT OUTLAWS

Outlaws often congregate in groups. If your radar shows several blips close together, be careful! A pack attack can be deadly. Few outlaws will pursue you if you can get beyond visual range. But never let your guard down! Few roads are ever completely outlaw-free. Fortunately, once a road has been cleared, new bandits will appear gradually, rather than all at once. A well-travelled road is usually fairly safe. It is believed that most outlaws on the Eastern seaboard report to a single leader, referred to by law enforcement agencies as "Mr. Big." Tracking down Mr. Big – if he exists – is a top priority of both the FBI and the AADA.

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